

INSTRUCTION BOOKLET

BOMBERMAN HERO™

NINTENDO⁶⁴



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

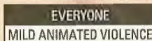


Thank you for selecting the Bomberman™ Hero Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



™ & © 1998 HUDSON SOFT. LICENSED TO NINTENDO.
™ AND THE "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1998 NINTENDO OF AMERICA INC.

CONTENTS

The Story So Far

4

The Cast

5

Controller Info

6

Power Gear

8

Louie

9

Let's Get Started

10

Continue & Save

13

Stage Introduction

14

Items

24

Notes

26

Warranty & Service Information

29

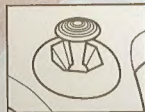
CONTROL STICK FUNCTION

The Nintendo® 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

HOLDING THE NINTENDO® 64 CONTROLLER



While playing the Bomberman Hero game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

CONNECTING THE NINTENDO® 64 CONTROLLER



To play the Bomberman Hero game, you must connect a controller to Socket One, located on the front panel of the Control Deck.

If you change the connection during the game, you need to turn the power OFF to make the new connection active.

This game is designed for one player, so only one controller is needed.

RUMBLE PAK™

The Bomberman Hero game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

THE STORY SO FAR...

Bombberman was training very hard day and night at Bomber Base to keep the universe peaceful.

One day, Bombberman received an order to check out a spaceship that crashed in the Peace Mountains. When our hero arrived at the scene, he found a strange looking robot. According to this robot, the planet Primus Star was attacked by the Garaden Empire. This robot was able to escape with Princess Millian of Primus Star via spaceship, but the Garaden Empire captured them and took the princess away.

To help out, Bombberman left his home and embarked on a journey to rescue Princess Millian!



THE CAST

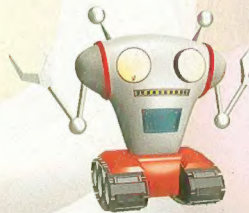
Bombberman

The protector of Bomber Star, Bombberman will rescue Princess Millian from the evil Garaden army.



Princess Millian

She's the Princess of Primus Star. She stole a secret data disk from the Garaden army and tried to escape, but was captured.



Pibot

This little robot is Princess Millian's friend and helper. It's his job to help Bombberman rescue the Princess.

Nitros

A soldier of the Garaden Empire, Nitros' mission is to stop Bombberman and retrieve the disk.



CONTROLLER INFO

START

Pause game

Control Stick

Move Bomberman. The more you move the Control Stick in one direction, the faster Bomberman moves.

WALK



RUN



Z Button

Explode a remote control bomb.

A Button

Jump. If you jump while running, you can jump farther. Press the B Button when jumping to throw a bomb.



C ↑, ↓, ←, → Buttons

Temporarily adjust the camera angles to see what's going on around you.

R Button/C DOWN Button

Press once to place a bomb. Press it again to kick the bomb in the direction you are walking.



PLACE BOMB



KICK BOMB

B Button

Throw a bomb. Hold the B Button to keep the bomb. Release the B Button and you can throw it in the direction you are facing. You can walk, run and jump while holding a bomb too.



Hold the B Button for a short time, and you will start swinging your arm. If you release it at the right moment, you can throw up to four bombs at once. This is called a Rolling Bomb.



POWER GEAR

Bomberman has several neat little toys called Power Gear. Throughout his adventure, Bomberman will fly, swim and slide his way through many perils to reach the Princess!

Bomber Copter

Control Stick Move
A Button Ascend
B Button Hover
R, Z or C DOWN Button Throw bomb (hold to throw up to four bombs at once)



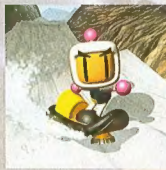
Bomber Jet

Control Stick Move
A Button Forward
B Button Brake
R, Z or C DOWN Button Shoot missiles (hold to shoot up to four missiles at once)



Bomber Slider

Control Stick Move
A Button Jump
B Button Spin Attack



Bomber Marine

Control Stick Move
A Button Go forward
B Button Go backward
R, Z or C DOWN Button Shoot torpedo (hold to shoot up to four torpedoes at once)



LOUIE

When you get to the planet Mazone Star, a friendly little creature named Louie will appear. Louie will help Bomberman in any way he can.

Use the Control Stick to walk or run.



Press the A Button to jump.



Step and Attack

Jump on enemies to defeat them.



Two-Step Jump

Press the A Button when jumping near a wall, and move the Control Stick in the opposite direction.



LET'S GET STARTED

Correctly insert the Bomberman Hero Game Pak into the Control Deck and move the POWER switch to the ON position. When the Title screen appears, press START to access the Main Menu.

Select File

After you press START, select from four save files.



Select Area

After you've selected a file, you'll need to select an area. If this is your first time playing, you'll start in Area 1 (Bomber Base). As you advance, you'll be able to return to places you've already cleared. Use the Control Stick to select an area, and press the A Button to confirm. Press the B Button to return to the File Select screen.



Get Going!

Now it's time to get started. Pick up crystals and items on the ground and look for the exit. A marker arrow will point to the exit. Some areas will require you to find a certain item or perform a certain task to open the exit. Make sure to look everywhere.



There are many enemies and traps waiting to stop Bomberman. Use bombs and jump carefully to defeat enemies. Some enemies or traps require the use of special items.



The Boss

In the final area of each stage, a boss will be waiting to battle you. Bosses are much bigger and stronger than regular enemies. Defeat each boss to advance to the next stage. The faster you defeat a boss, the more points you will receive.



Life Meter. It maxes out of eight bars.

Score for the current stage.

Number of crystals you acquired.

Current fire power (maximum of four).

Number of bombs you can place currently (maximum of four).



When paused...

Items needed to reach your goal.

Number of remaining lives.

Chart showing the number of outer-dimension bombs.

Select QUIT to exit the current level.



Let's Collect Crystals

Collect 200 crystals, and your life meter will increase by one. Try to collect as many crystals as you can. Defeating an enemy or getting an item will add to your score and affect your ranking (1-5). A higher ranking can help you out later in the game.



More Than One Route...

In some areas, there is more than one way that Bomberman can go. Some areas even have two goals! Most areas will require Bomberman to return to a level that's already been completed. Remember that you can return to a cleared stage at any time.





Medals

Your stage ranking will appear once you've cleared a stage. Depending on your ranking, you may receive one of the following medals: Bomber Hero Gold, Bomber Hero Silver, Bomber Hero Bronze, Bomber Hero Blue and Bomber Hero Red.



Damage

Bomberman will take damage if he collides with an enemy, gets attacked, is trapped, or is caught in a bomb explosion. When he is hurt, his life meter will decrease. When the life meter is depleted, the number of remaining lives will decrease by one. When Bomberman loses a life, any abilities he had will decrease by one.



If Bomberman falls off the floor, he'll lose a life instantly. When Bomberman is hanging on to the edge of the floor, tilt the Control Stick toward the floor and he can pick himself up. If the terrain is dangerous, it may be best to have Bomberman walk.



Have A Heart

Pick up the heart items that are on the map. Grab a pink life heart and your life meter will recover by one. Grab a yellow heart and the life meter will recover completely. Keep an eye out for these helpful items.



Game Over and Continue

When you run out of lives, the Game Over screen will appear. Select CONTINUE and you will return to the Map Select screen. Bomberman's bomb and fire power will return to its initial value (1). Select END to return to the Title screen.

CONTINUE & SAVE

Auto Save

Every time you clear a level, your progress will automatically be saved to your file.

File Select Screen



Select: Select the desired file.

Score: After selecting a file, select the stage (planet) you want to see the score for, and you can view the saved score. You will see the medals in the cleared stages too.

Copy: Copy saved data to any file.

Clear: Delete saved data.

Option: Listen to game music and view medals. Something good may happen if you collect enough medals. . .

Stereo: Switch sound from stereo to monoaural.

STAGE INTRODUCTION: BOMBER STAR



Our hero's home. Bomber Base is located here too.



Area 1 Bomber Base

The Bomber Base facility is designed to give Bomberman the training he needs. When Bomberman has completed his training, he'll receive the Bomber Pitch, which is necessary to complete some levels.



Area 2 Sea of Trees

There are many dark caves in this area. Nitros will challenge Bomberman at Adok.



Area 3 Peace Mountains

You will have to traverse over rugged mountain trails and broken bridges. The top is VERY foggy, so be careful and make sure not to fall off.



Boss—Endol

This guy looks like an electric catfish! Watch out for his electricity attacks!

PRIMUS STAR



A lush, green planet, Primus Star was ruled by Princess Millian until the attack by Garaden's army.



Area 1 The Woods of Esuram

There's a warp in the sewers. Make sure you search thoroughly and pick up items along the way before you take the warp.



Area 2 Primus Castle

This area is full of traps, puzzles and Garaden soldiers. You'll find the Princess here, but you'll also find Nitros.



Area 3 Giant Clock Tower

Princess Millian has been taken to the tower! Use the Bomber Copter to find her. Falling off the route could mean big trouble, so be careful!



Warning!

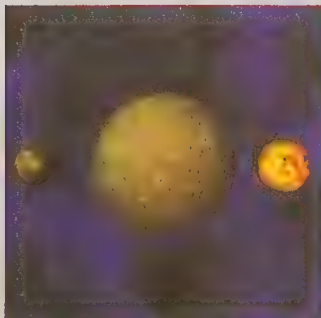
You need four key crystals to clear the underground prison in Primus Castle.



Boss—Baruda

This huge bird has a powerful beam cannon on his stomach. Bomberman will use the Bomber Copter and fight Baruda in the air.

KANATIA STAR



Kanatia's a hot place with lots of volcanoes and mysterious buildings.



Area 1 Lavana Volcano

The heat of the volcano will do some serious damage to you! Look for cooling towers to replenish your life meter.



Area 2 Death Pyramid

The Princess has been taken to the torture room at the top of the pyramid! You must rescue her right away! But before you can, you must defeat Nitros—again.



Area 3 Kanatia Shrine

This is one perplexing puzzle! Here, you'll have your first encounter with the dreaded slugs. They can only be defeated with a Salt Bomb. Salt Bombs are tricky since they do not work on other enemies. They also revert to regular bombs if you power up, so be careful.



Warning!

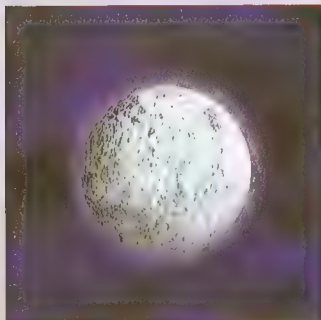
You **MUST** destroy the magma dam in Area 1. Look for a large rock.



Boss—Bolban

This sphinx-like creature will use the cannons on his shoulders to fight Bomberman. Barriers will appear in front of him when he takes damage.

MAZONE STAR



Mazone is a VERY cold place. Although there is a lot of snow here, you might find a small jungle if you look hard enough.



Area 1 Louie Jungle

Bomberman's friend Louie makes his first appearance here. If you treat Louie well and master the Freeze Bomb, then you just might get the high score.



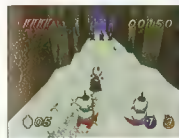
Area 2 Slush Mountains

Watch out for the enemies that look like snowballs (or snowmen). And be careful when using the Bomber Slider. The slopes are very slippery!



Area 3 Mazone Dome

Inside the dome, you'll go through places like the Zero G Room, the Air Room and the Mirror Room. The Mirror Room can be especially challenging! Nitros will be waiting for you at the end.



Warning!

When using the Bomber Slider, the spin attack is more effective against enemies than dodging them.



Boss—Natie

This feisty little feline cracks a mean whip. She'll try to take Bomberman out with her pet, Mecha-Cronus.

GARADEN STAR



The final area and the base of the evil Garaden Army. Here, all of the bosses you've previously defeated will be waiting for you.



Room 1—Endol

Endol's electric attack will be much more powerful. Keep dodging and pelt it with bombs!



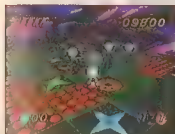
Room 2—Baruda

Stick to the high places and you'll be safe. When Baruda swoops down to attack, jump and hit it with a bomb!



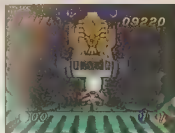
Room 3—Cronus

When Cronus emerges from the lava, hit it with a bomb. Like the previous stage, make sure to keep running and jumping!



Room 4—Nitros

Destroy the three energy barriers first. Then, hit Nitros with everything you've got!



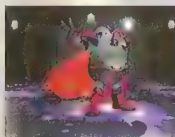
Room 5—Bolban

Use the Bomber Marine and fight Bolban in the water. Dodge its torpedoes and hit it in the face.



Room 6—Natia

Don't worry about the small Cronus. Focus on the two Natias. When you destroy them, Cronus will also disappear.



Final Boss

This sinister creature uses shock bullets and warps to attack. Use all of the techniques you've learned to destroy this fiend and rescue Princess Millian!

ITEMS

You'll find these items throughout the whole game. Use them wisely as they will come in handy in the latter stages of the game. Some items, such as key crystals, are necessary to complete a level.

ITEM	EFFECT
 Bomb Up.....	The number of bombs you can place/throw will increase.
 Fire Up.....	Bomb firepower will increase.
 Remote Control	Explode a bomb from a remote location.
 Life Heart	Life meter will recover by one.
 Full Heart	Life meter will recover completely.
 1 UP	Number of remaining lives will increase by one.
 Salt Bomb.....	Use Salt Bombs to destroy slugs. If you grab a Bomb Up, you will lose the Salt Bomb.
 Freeze Bomb.....	Freeze enemies with this. If you grab a Bomb Up, you will lose the Freeze Bomb.
 Fire Resistance Suit.....	Severe conditions, such as wind, will not damage you.
 Wall-Through	You can walk through walls.
 Power Glove.....	Throw bombs farther.

ITEM	EFFECT
 Bubble Panel.....	Bomberman will be surrounded by a bubble allowing him to float on air.
 Transceiver	Touch the Transceiver for a hint.
 Crystal	Worth 50 points. Collect them for extra life bars.
 Red Crystal.....	Worth 5 Crystals and 250 points.
 Gold Stone	500 points.
 Rainbow Stone	1,000 points.
 Key Crystal.....	Collect four to open the exit door.
 Card Key	Find card keys to open certain doors.
 Other-Dimension Bomb.....	Collect all of these and something mysterious will happen.
 Data Disk.....	The Garaden Empire is frantically searching for this disk. The disk is necessary to open certain doors.

NOTES



IMPORTANT:

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

REV B

WARRANTY AND SERVICE INFORMATION:

REV - J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo®

AUTHORIZED REPAIR CENTERS™
1-800-255-3700

www.nintendo.com

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN